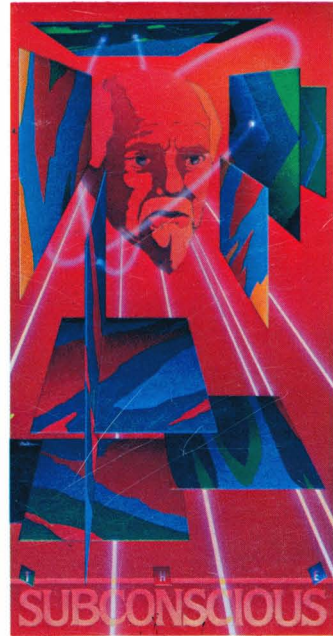
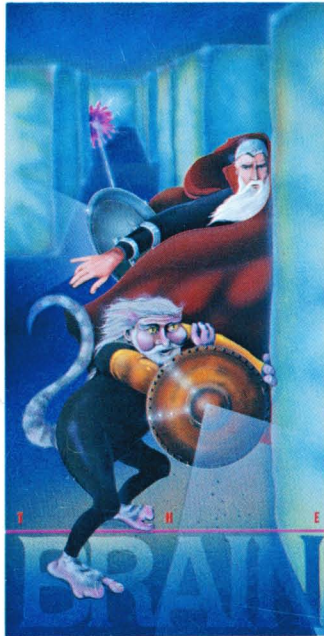
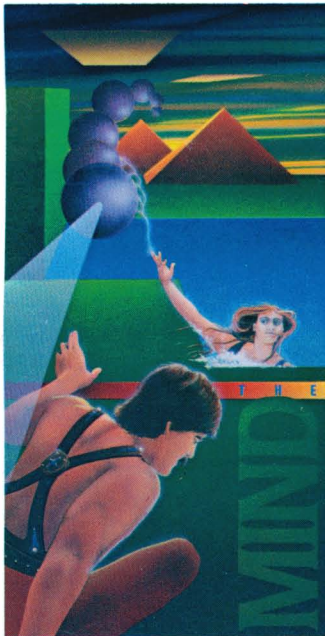


 **AMIGA**

MIND WALKER™



MIND WALKER

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What You Need

A Commodore Amiga computer with 256K of RAM

A Mouse plugged into Port #1

A non-proportional joystick (Commodore joystick or the equivalent) plugged into Port #2

Kickstart Disk

Start-up Instructions

- 1.** Be sure that your Amiga is plugged in and that the keyboard, mouse, and monitor are attached to the main unit.
- 2.** If the computer is not already on, turn on the monitor and then the computer power switch. When the Kickstart disk icon appears, insert your Kickstart disk into the disk drive.
- 3.** When the Workbench disk prompt appears, insert the Mind Walker program disk into the drive with the label toward the front, facing up.
- 4.** When the Mind Walker disk icon appears, open it by double-clicking the left Selection button with the pointer pointing to the disk.
- 5.** When the Mind Walker icon appears in the window, open it by double-clicking with the Selection button. The game then loads and the title screen appears.
- 6.** Press the left mouse button to start the game.

Using the Mouse and Joystick

At many points in the game, you'll want to select objects and gadgets with the mouse. To do this, move the mouse so that the pointer is over the object, and then press the left Selection button once. The right mouse button is not used in the game.

To move your character, push the joystick handle in the direction you wish to move.

Case History

You are a physics professor gone mad. Your years of preoccupation with the study of minute particles and obscure formulae have twisted you into a tight knot within yourself, and you seem forever lost in your own internal world.

The remains of your ego are split into four basic archetypes:

... You are the strong man (the Human) of the earth, able to muscle his way out of any situation.



... You are the wiz kid, the brainy mathematical Wizard, a lonely child prodigy.



...You are the goonish and awkward Spriggan, a creature dredged up from years of fantasy reading.



...You are the Water Nymph, the girl of your earliest dreams, fearless, quick and lithe.



In these forms you wander in the wasteland of your internal world, first in the Mind, then in the Brain and, ultimately, in the Subconscious, trying to find and piece together your precious Shards of Sanity.

Your Objective

There are three stages of your journey. First, you must trace a Path of Coherent Thought through the chaotic and jumbled terrain of your Mind. Having completed this Path, the mysterious connection to the physical Brain is unlocked. Once in the Brain, you make your way through the maze of flashing neurons to locate the container with your Shards of Sanity. Next, you must carry those Shards into the deep Subconscious, where you must piece them together to try to become whole again.

Beginning the Game

When the title screen appears, click the Selection button on the mouse once to get to the opening Game Selection screen. There are four different Preset Games, where the Mind and Brain terrains are always the same.

You can also choose a completely new, randomly-generated game. To start play, use your mouse to select the version you want.

If you have previously saved a game and wish to continue playing it, select the disk icon in the upper-right portion of your screen, and then select the letter under which your game is saved. To return to the Game Selection screen, just select the highlighted disk icon again.

IMPORTANT NOTE: While the game is running, you MUST keep the game disk in the disk drive.

Difficulty Level

The game automatically defaults to the lowest difficulty level and increases in difficulty as you play. If you would like to start the game at a higher difficulty level, point to the difficulty slider on the top of the screen. Then, while holding down the Selection button, drag the difficulty slider to the right, and release the button. You cannot change the difficulty level in this fashion once the game has started.

Returning to the Workbench

In the upper left-hand corner is the QUIT box. Select this if you want to return to the Workbench. When the game is in progress, this box is replaced by the Close Window gadget. Selecting Close Window stops the game and returns you to the Game Selection screen, so that you can save the game, start a new game, or exit to the Workbench.

Saving the Game

To save a game in progress, select the Close Window box to halt the game, and you are returned to the Game Selection screen. Select the disk icon to get to the game save utilities.

The game you halted is still in the computer. To save it, select the "Save Game" command, and then choose a letter (A through H) to assign the saved game to.

You have two different ways you can use this saved game. With the "Continue Game" command, you can pick up the game where you left off. The "New Game, Same World" command gives you the same world as the one you had left, but starts you off fresh again. Even after you have completely finished a game, you can still use the save game feature in this way to re-play the same world—a thing to remember when someone starts boasting about the score! This is also useful for preserving randomly-generated worlds you particularly like.

There is a price, however, to saving a game. If you quit the game from the Tubeway, the Brain or the Subconscious, when you restart the game (with the "Continue Game" command) you are reset to the condition you were in WHEN YOU ENTERED THAT LEVEL OF THE GAME. Any gains or losses you made after entry are reset. If you quit the game from the Mind, almost everything is the same as you left it, but any Coherent Thought Paths you have drawn are NOT saved.

High Scores

In the upper right-hand corner of the Game Selection screen, there is a "FAME" box. Select this to see the high scores. To return to the Game Selection screen, select the Fame Box again. Your score during play is displayed on the left horizon in the mind. You'll see...



THE MIND

Getting Oriented

Look at the top of your screen. Notice the gadgets and icons. You've already seen the difficulty slider. Just to the right of the slider is your life indicator. You start out with 3 lives, so there should be two extra lives displayed on the bar. Moving right are four letters representing screen directions. Refer to the Mind Hints section entitled Screen Directions for more information. The last icon on the right is the scroll icon. This is explained in the section entitled "The Map".

Making Paths and Changing Bodies

When the game begins, you are standing on a square with a crystal. This location is called a Square of Crystallized Thought. Now take a step to the right. You



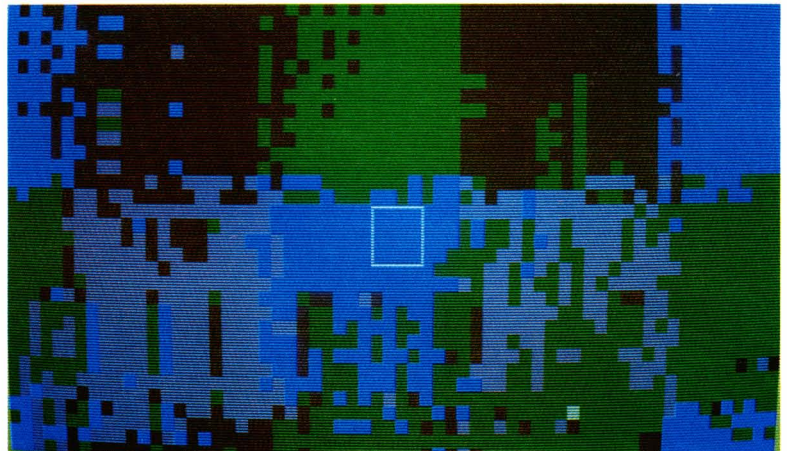
see that the center of the square you are standing on has turned black. You have just created a path. This is called a Path of Coherent Thought. A Path must originate at the Square of Crystallized Thought and be adjacent to it or to one of the blackened path-squares. Diagonally adjacent is fine.



Continue moving to the right to create a Path of Coherent Thought. Eventually, you'll reach a square that does not turn black when you step on it. You have reached terrain that requires a different body type in order to continue the path. Changing body types is easy. All you need to do is stand under the nearest Pyramid and you'll watch your form change before your eyes. The easiest way to find a pyramid is to check your map.

The Map

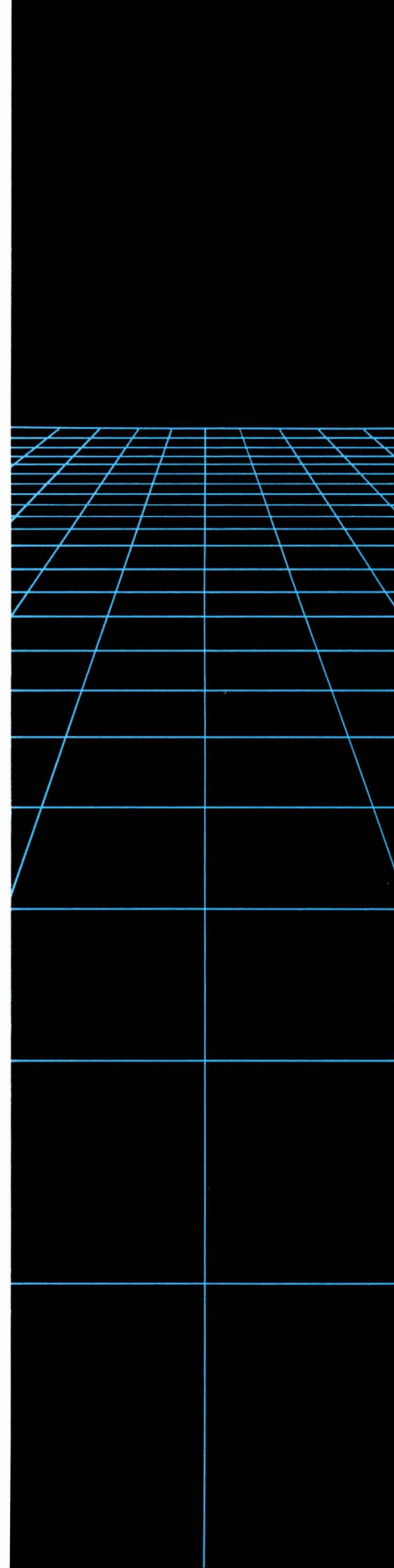
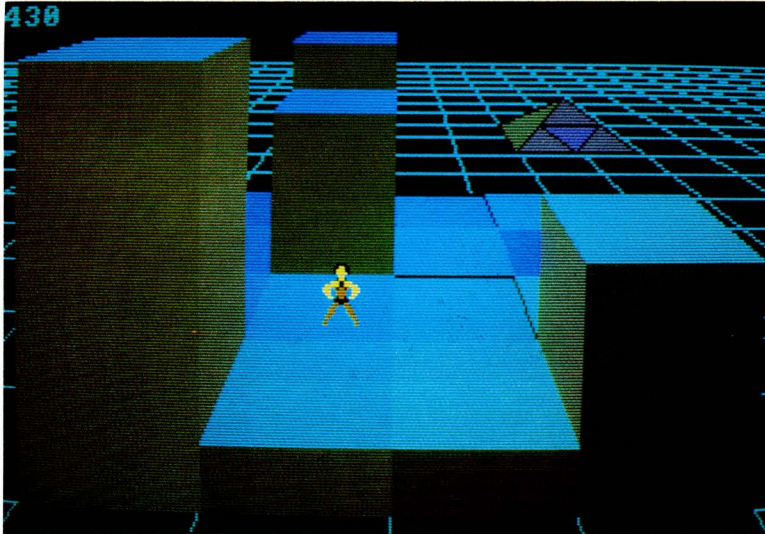
Select the scroll in the upper-right portion of your screen to bring up the local map. The 16-square box with the flashing outline in the center of the grid is a two-dimensional representation of the three-dimensional world where you are positioned. The first thing you might want to do is get a look at the rest of the map. Select "Fill In Entire Map" in the upper-portion of your screen. The rest of the grid is automatically exposed.



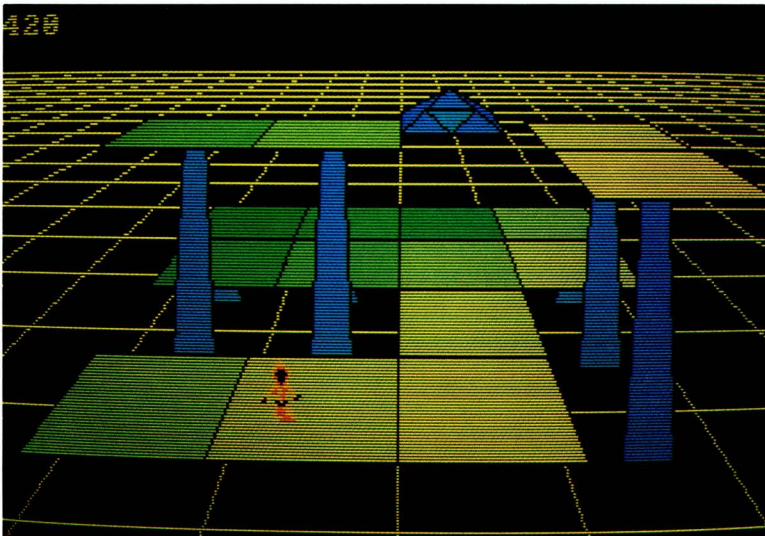
Now select "Path" and continue holding down the Selection button. The highlighted area you see is the Path of Coherent Thought that you just traced. Notice that all the squares on which the Path is drawn are the same color, and the square you couldn't draw on is a different color. This color change indicates that the terrain is different. To keep the map understandable, only four basic colors are used. The different colors on the map DO NOT represent different heights or actual colors of blocks. Each color on the map represents one of the four basic

topographical features. Each of the four body types (the Human, the Wizard, the Spriggan and the Nymph) has a particular terrain on which they can draw a Path.

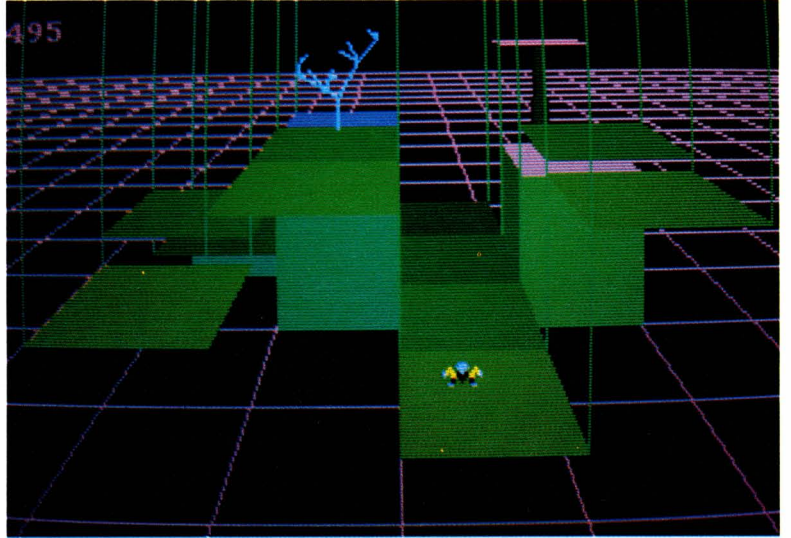
...The Human can draw on solid blocks.



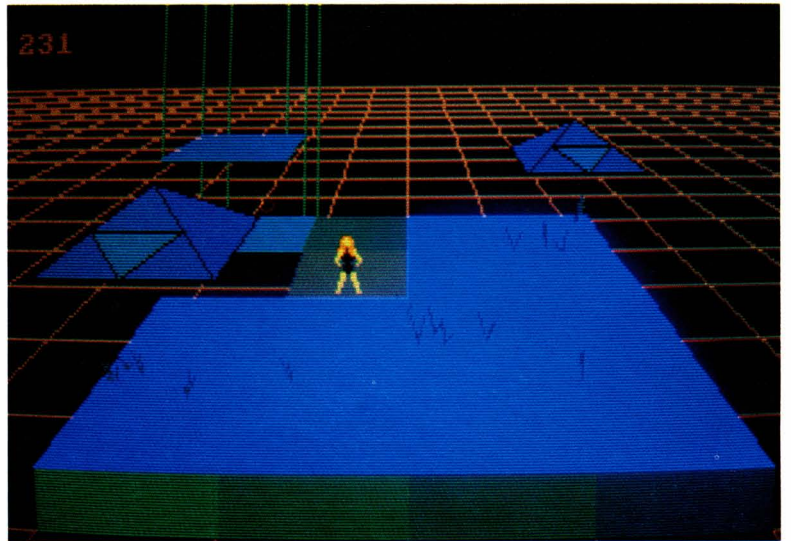
...The Wizard can draw on the towers.



...The Spriggan can draw on the hanging platforms.



...The Nymph can draw on water.



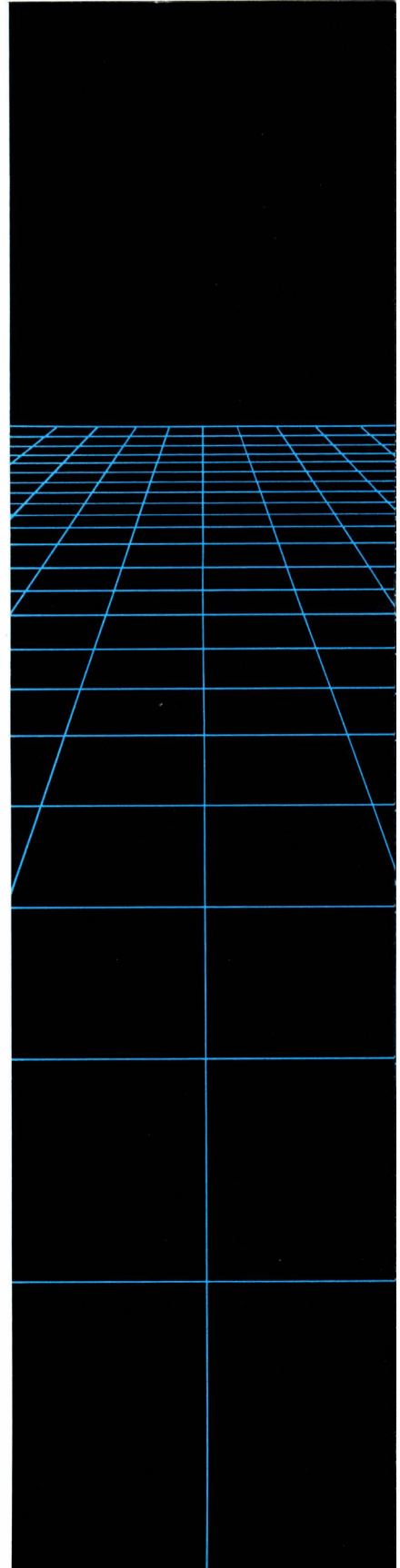
Using your mouse, select "Wizard" on the upper portion of the screen. Notice how a large area of the map is highlighted. This is Wizard terrain, purple on the map when it's not highlighted. Do the same for the other body types. You may also have noticed that the color of the body type name and the color of the corresponding terrain on the map is the same. You don't need to highlight the terrain in order to tell the corresponding body type, it just accents the terrain type to make it easier to tell terrains apart.

Now notice the flashing square. This is a very important square to remember, the one you want to get to. This square is where your Path of Coherent Thought must end. When you have traced a complete Path from the Square of Crystallized Thought on which you landed to the flashing square, you will have completed an Idea.



Take a look at the area between your Path and the flashing square and try to find a way from one to the other that minimizes the number of times you have to change body types, i.e. the minimum number of colors you have to cross. The fewer times you have to change your body by seeking out a pyramid to keep your path going, the better.

Try locating a pyramid now, just for the fun of it. Select "Pyramid" above the map, and continue pressing the Selection button. All the pyramids on the map are highlighted. Remember the location of the one nearest to you. Now select the scroll icon in the upper-right corner to return to the game.



Welcome back! You should now move in the direction of the nearest pyramid. If you have trouble locating it, refer to the map at any time. Once you find the pyramid, step underneath it. Watch the incredible body transformation! Now you're almost ready to go off on your own. You just need a few more hints.

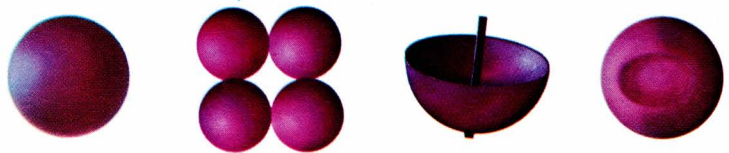
Limitations of the Paths

The Path of Coherent Thought can never get farther than 32 blocks away from the Square of Crystallized Thought. Within that radius, however, you can draw on as many blocks as you want. Note: If you step on another Square of Crystallized Thought before completing your Path of Coherent Thought, your previous Path is erased and you have to start from a new center location.

You also cannot draw a Path on a square containing a Tube or a Pyramid. (You'll find out about Tubes soon enough). You usually have to take these obstacles into consideration when trying to complete your path.

Bad Thoughts and Booby Traps

Naturally, there are some impediments to your quest for sanity. Bad thoughts are running amok throughout the vast terrain of your Mind, and they do not appreciate your attempt to end their free reign. They'll attack you with devastating Nihilism Beams, and if they manage to annihilate you, you accumulate death poisons. If you collect too many death poisons, you lose a life. The Bad Thoughts become Horrible Thoughts as the same game progresses and they become increasingly lethal.

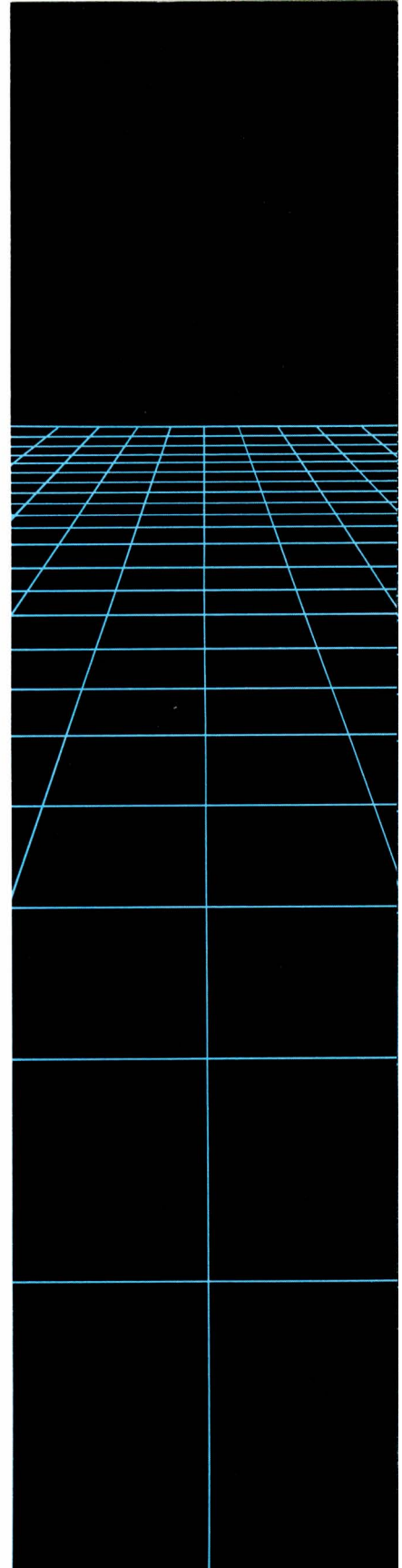
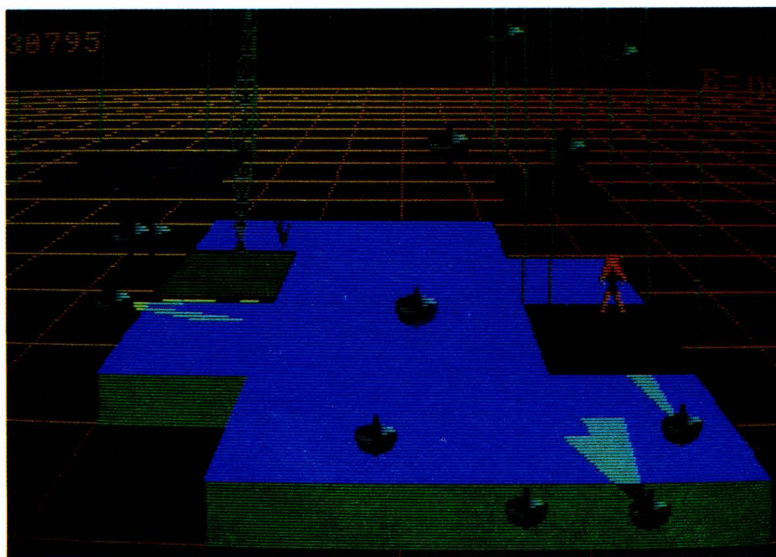


You can tell how many death poisons you have by the size of the skull that appears after your poisoning. Losing a life from poisoning is all too apparent.

You can quash most of the Bad Thoughts (and the Horrible ones, too) with your trusty Fractal Ray (described in the next paragraph.) The only Bad Thought you have no defense against is the ever-nasty Existentialist Death Mask, which swallows everything you can throw at it, and yet, curiously enough, is always hungry.



If you walk into a screen with flashing towers and lots of Bad Thoughts, congratulations! You've been booby-trapped. You'll have to figure out how to unlock the trap and defend yourself at the same time. Think Good Thoughts!



The Fractal Ray

Press the trigger button on your joystick and hold it down to unleash the Fractal Ray. While the button is held down, moving the joystick doesn't move your character, but instead moves the endpoint of your ray. It is only the endpoint of the ray that destroys enemies.



The Einstein Effect

Through the course of your travels, you may notice two terms from a fairly famous equation lying around. One pops up within the Kingdom of Ideas, the other is lost in the unexplored terrain of the mind outside. Step on them to pick them up; they're kind of useful. The terms of the equation that you have already retrieved are displayed on the far right edge of the event horizon. Remember, it's all relative.

$$E=mc^2$$

The Mini-Pause and the Maxi-Pause

If the mouse is pointed at anything except the title bar, clicking the Selection button pauses the game so you can decide what to do. This mini-pause ends after you select a gadget, or after about 5 seconds, if you do nothing. For a longer pause, select the Pause Gadget (the box with a "P" in it). To resume the game, select the Pause Gadget again.

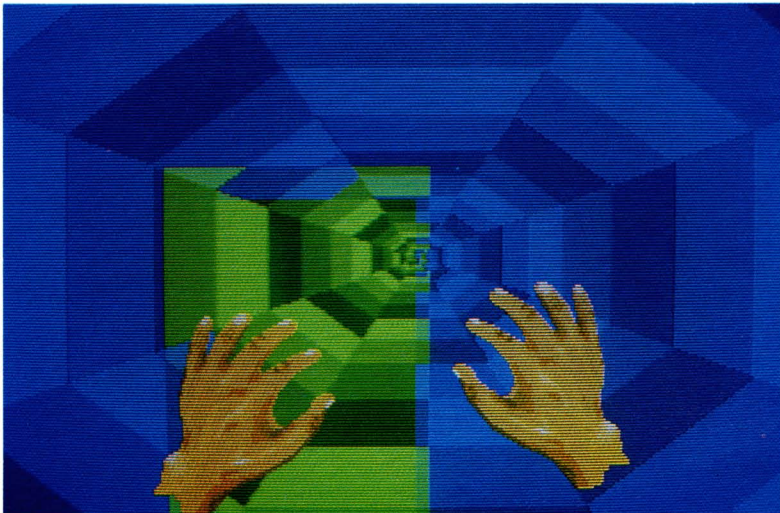
You Have an Idea

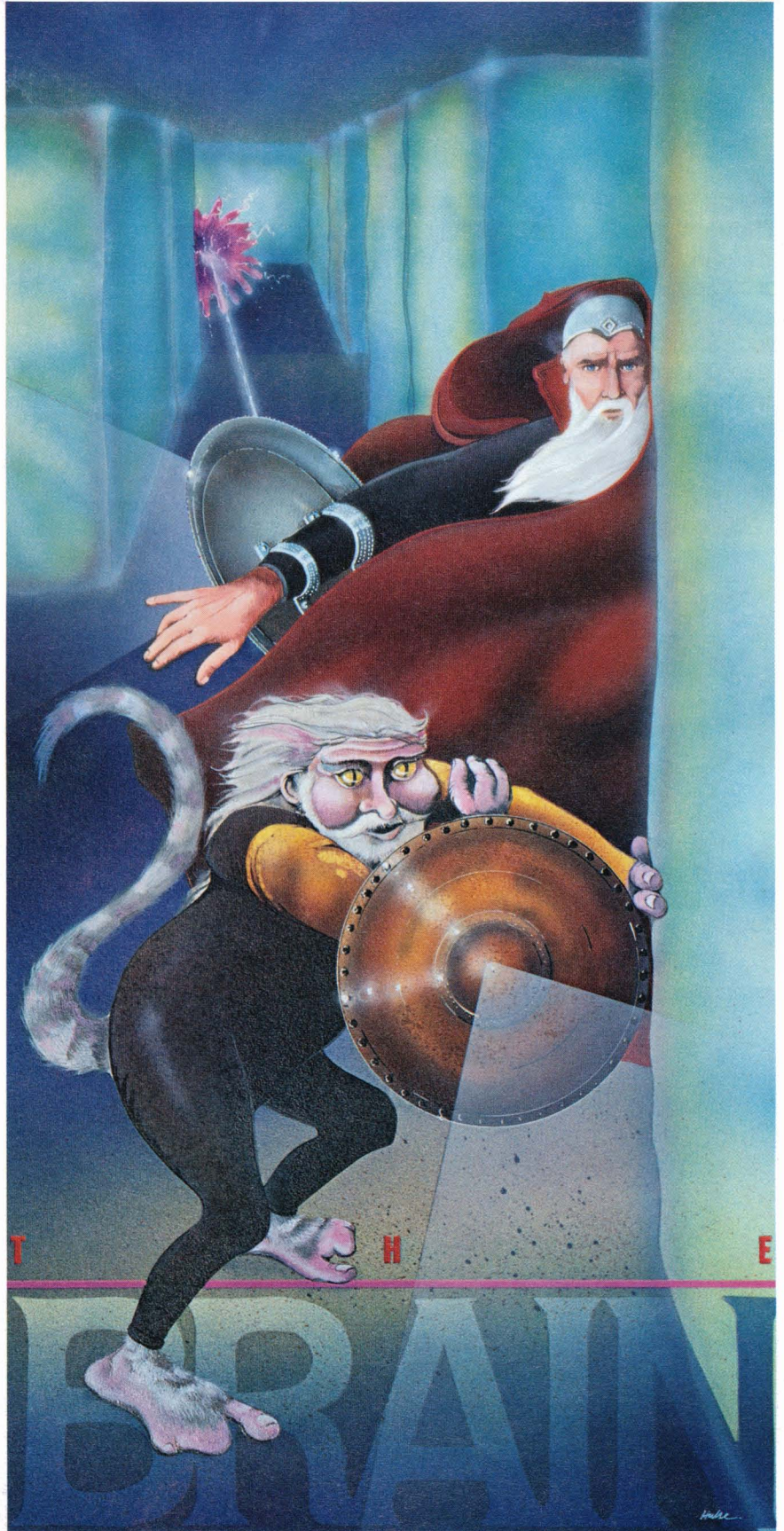
After you have completed your Path of Coherent Thought, the large region surrounding the place you are standing turns a “transparent” black. This is the area occupied by your Idea. Getting the Idea automatically unlocks the Tubes. They stay unlocked until you retrieve your Shards of Sanity in the Brain or until you get another Idea. These Tubes are your passage to the Brain. Wander around until you find one, or refer to your map if you need to. Step on a Tube and prepare for the fall...



Tubing

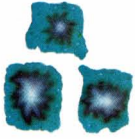
You’re falling down a long passageway, seeking entrance to the realm of the physical. What’s behind all those green doors? Catch one between your hands and find out.





THE BRAIN

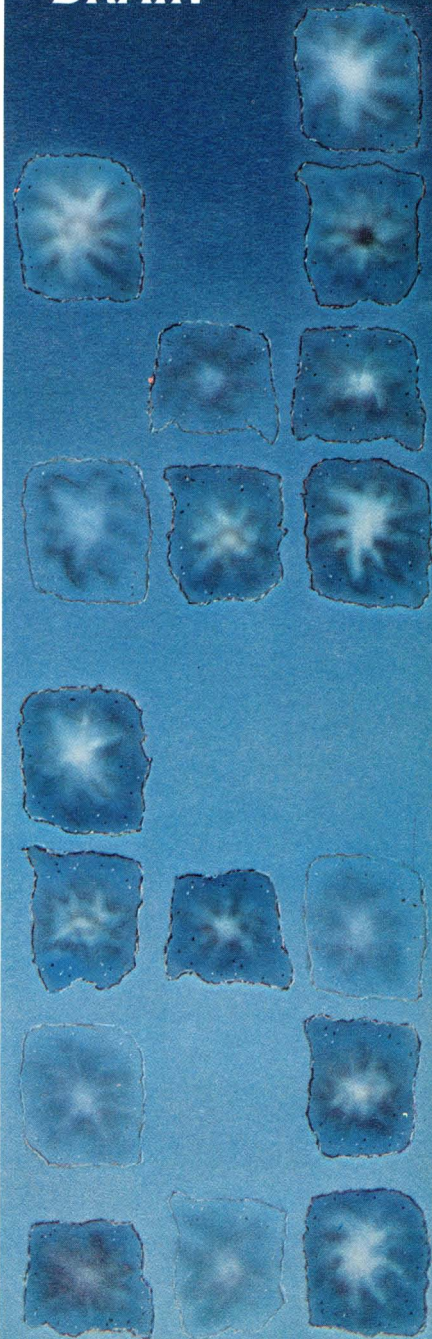
You find yourself in a vast neuronc field that flashes and sparks with synaptic impulses. The Idea you have



just completed is flowing freely through your Brain. The dotted line you see on the screen represents your thoughts as they twist and turn. Control your thoughts with your handy Thought Reflector, to defend yourself against the Vicious Viruses which attack you and suck



your precious strength. Be sure to keep a close eye on your Strength Indicator on the right side of the screen.



To change the angle of your Reflector, press the trigger button on your joystick and push the joystick to the left or right. Pushing the joystick to the right directs your thought clockwise, the left reflects them counter-clockwise.

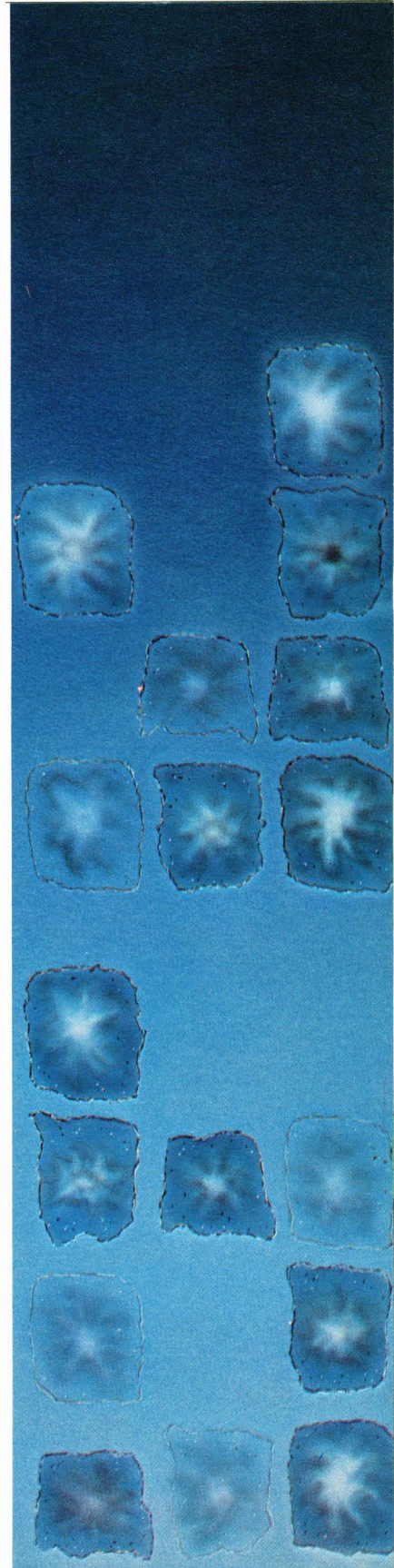
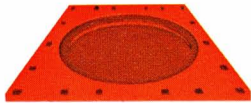


Now for your task: somewhere in this vast labyrinth of your Brain is a multi-colored container with a few Shards of Sanity. Find this container and return to your point of entry. You then delve into the Subconscious Mind, where you will have a chance to put all the pieces together.



No, there's no map of the Brain to help you find the Shards or the Tube you rode in on, but there is a way. Remember playing "Hot and Cold" as a child? The pounding in your head becomes louder and you grow more feverish the closer you come to your objective. The Temperature Indicator on the right side increases as you close in on the object of your quest.

You can cross over the neurons that make up the "walls" of the Brain, as long as they're not in the middle of a firing sequence. Beware of the damaged neurons: they may not flash as long or as brightly, but they remain deadly while the others are firing. To escape to the Subconscious, you may have to time a break through the neurons, as they have a tendency to grow around the escape Tube.

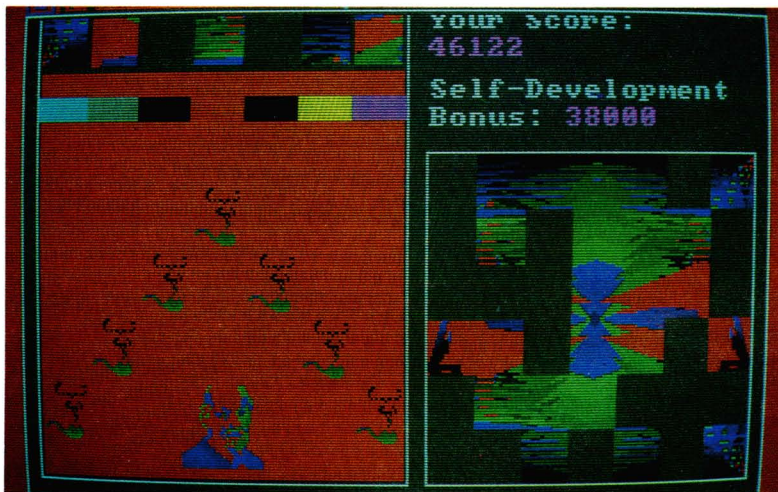




T H E
SUBCONSCIOUS

THE SUBCONSCIOUS

Retreat into the recesses of your Subconscious to stare at moving inkblots and reorganize the remnants of your sanity. It all seems so puzzling, doesn't it?



The seven Shards you have most recently acquired are displayed in the upper-left portion of the screen. They all have a specific place in the inkblot puzzle on the right. To place them in the puzzle, select a Shard with the mouse, move it into the puzzle square in which you think it fits. Then click the Selection button again to set it down. You can pick up any of the Shards, even the ones that are correctly placed in the puzzle. When you correctly place them all, you are automatically returned to the Mind to continue your journey.

When you have created only a few Ideas, you don't have many Shards and it may seem very difficult to piece your sanity together. Uncle Sigmund can help you. Tap on one of his pipes with the mouse (make sure your pointer is directly on the pipe). Aim for the red gap, and if your

timing is right, he'll show you where the corresponding Shard goes. Just remember that therapy has a price...

The Final Evaluation

When all's said and done, how do you evaluate your recovery? There's the small victories on your way, of course. Then the things you've managed to keep—the life you have remaining is valuable at the end. (If you have more than one, so much the better!) Then there is the time spent in illness: the shorter it is, obviously the more pleased we are. We don't penalize you for the time spent in the therapy of the Subconscious, however. Relax and ruminate.

Finally, there is the effort you put into your own recovery: the insights you had without help. Though in the end, both cases may be the same, the things we do for ourselves always come to mean more. Isn't that always the way?

If you do put back all the pieces and are ready to return to the real world, press the left mouse button to return to the Game Selection screen and enter a high score.

ADDITIONAL GAME HINTS

Mind Hints

When you return to the Mind from the Subconscious, you'll need to find the nearest square of Crystallized Thought in order to begin your next Path. You can find the location of the nearest square of Crystallized Thought by selecting "Crystal" on the map. You may have to wander out from the Idea kingdom so the flashing Square shows up on the map.

In the Mind, you probably noticed the screen direction gadgets located directly to the right of your life indicator. The game always starts out with your point of view to the north. Sometimes your view is obstructed by tall objects in your line of sight. You can change your point of view by selecting the first letter of the direction you wish to face. Be warned, however, that your map, in the nature of all good maps, always points north.

Map Hints

Use the map as often as you need to. It will help keep your path (and you) moving in the right direction. It's very easy to lose oneself in thought, and the map will keep you from going too far.

When looking at the map, a quick way to scan an area is to "paint it in." Hold down the Selection button and sweep the mouse over the map. You can "paint in" the areas of interest to you. Suppose you bring up the map, and you want to find the nearest pyramid. Select "Pyramids"; then, without releasing the button, move down into the

map and start painting in the map manually. The pyramids stay highlighted until you release the button, so it's quite easy to spot the nearest one while you paint.

Brain Hints

Different Tubes lead to different Brain-mazes. Some are harder than others. To leave the Brain, you can step out at any time by walking across the Tube hatchway you first appeared by. This is a good thing to remember when your strength gets really low, or to help you determine the right direction to track down the Shards of Sanity without taking too much damage.

Don't just dive right into the escape Tube once you've snatched up the Shards, since Neurons will have grown around it! You must time it right to cross the Neurons when they aren't firing. Position yourself in front of the neurons surrounding the Tube, with your Thought Reflector at the ready for last-second Virus attacks. Pay attention to the firing pattern of the Neurons—it's not an even pulse, but it's a consistent pattern—and time it so you can cross during a longer break between flashes.

Scoring Hints

The biggest thing is to get your mind back together, but there are a few ways to increase your score. Time spent in illness is a consideration, so remember to Pause the game (or even save it) if you plan to be away for a while, even if there are no bad thoughts floating around. To increase your self-development score in completing the puzzle, always plug the last piece directly into the puzzle rather than accepting Uncle Sigmund's help. Try placing it in every available space if necessary. Eventually, if all the other pieces are in the right place, it'll fit somewhere. Also, the self-development gets a lot easier once you've got a couple sets of Shards in place.

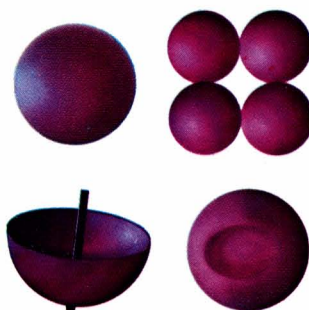
**PIECES
OF YOUR
MIND**

Name

Page

Bad Thoughts

12



Booby Traps

13



Crystals

7



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Directions

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N E S W

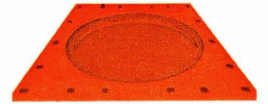
Einstein Effect

14

$$E=mc^2$$

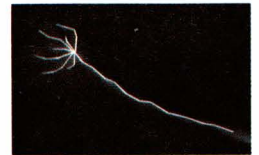
Escape Tube

19



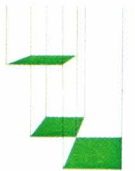
Fractal Ray

14



Hanging Platforms

10



Human

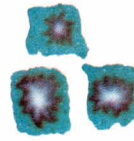
2



26

Neurons

17



Nihilism Beam

12



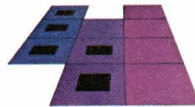
Nymph

3



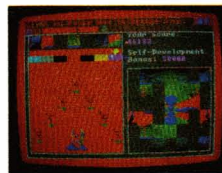
Path

7



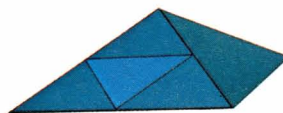
Puzzle

20



Pyramid

11



27

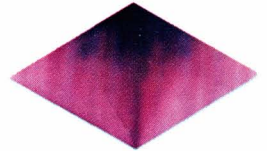
Scroll

8



Shard of Sanity

18



Solid Blocks

9



Spriggn

3



Square of Crystallized Thought

11



Towers

9



28

Tubes

15



Water

10



Wizard

2



Viruses

17





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